MEDABOTS INFINITY

NATSUME®

Serious Fun™

INSTRUCTION BOOKLET

NINTENDO GAMECUBE™

PLEASE CAREFULLY READ THE SEPARATE HEALTH AND SAFETY PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME DISC OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT HEALTH AND SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES

⚠ WARNING - Seizures

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes or patterns, such as while watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.
- Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

Convulsions	**Eye or muscle twitching**	**Loss of awareness**
Altered vision	**Involuntary movements**	**Disorientation**

To reduce the likelihood of a seizure when playing video games:

1. Sit or stand as far from the screen as possible.
2. Play video games on the smallest available television screen.
3. Do not play if you are tired or need sleep.
4. Play in a well-lit room.
5. Take a 10 to 15 minute break every hour.

⚠ WARNING - Repetitive Motion Injuries and Eyestrain

Playing video games can make your muscles, joints, skin or eyes hurt after a few hours. Follow these instructions to avoid problems such as tendinitis, carpal tunnel syndrome, skin irritation or eyestrain:

- Avoid excessive play. It is recommended that parents monitor their children for appropriate play.
- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists, arms or eyes become tired or sore while playing, stop and rest them for several hours before playing again.
  If you continue to have sore hands, wrists, arms or eyes during or after play, stop playing and see a doctor.

⚠ WARNING - Electric Shock

To avoid electric shock when you use this system:

- Do not use the Nintendo GameCube during a lightning storm. There may be a risk of electric shock from lightning.
- Use only the AC adapter that comes with your system.
- Do not use the AC adapter if it has damaged, split or broken cords or wires.
- Make sure that the AC adapter cord is fully inserted into the wall outlet or extension cord.
- Always carefully disconnect all plugs by pulling on the plug and not on the cord. Make sure the Nintendo GameCube power switch is turned OFF before removing the AC adapter cord from an outlet.

⚠ CAUTION - Motion Sickness

Playing video games can cause motion sickness. If you or your child feel dizzy or nauseous when playing video games with this system, stop playing and rest. Do not drive or engage in other demanding activity until you feel better.

⚠ CAUTION - Laser Device

The Nintendo GameCube is a Class I laser product. Do not attempt to disassemble the Nintendo GameCube. Refer servicing to qualified personnel only.

Caution - Use of controls or adjustments or procedures other than those specified herein may result in hazardous radiation exposure.

CONTROLLER NEUTRAL POSITION RESET

If the L or R Buttons are pressed or the Control Stick or C Stick are moved out of neutral position when the power is turned ON, those positions will be set as the neutral position, causing incorrect game control during game play.

To reset the controller, release all buttons and sticks to allow them to return to the correct neutral position, then hold down the X, Y and START/PAUSE Buttons simultaneously for 3 seconds.

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Official Nintendo Seal

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THIS GAME SUPPORTS SIMULTANEOUS GAME PLAY WITH TWO PLAYERS AND CONTROLLERS.

THIS GAME IS COMPATIBLE WITH THE GAME BOY ADVANCE PORTABLE VIDEO GAME SYSTEM.

THIS GAME REQUIRES A MEMORY CARD FOR SAVING GAME PROGRESS, SETTINGS OR STATISTICS.

Important Legal Information

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Rev-D (L)

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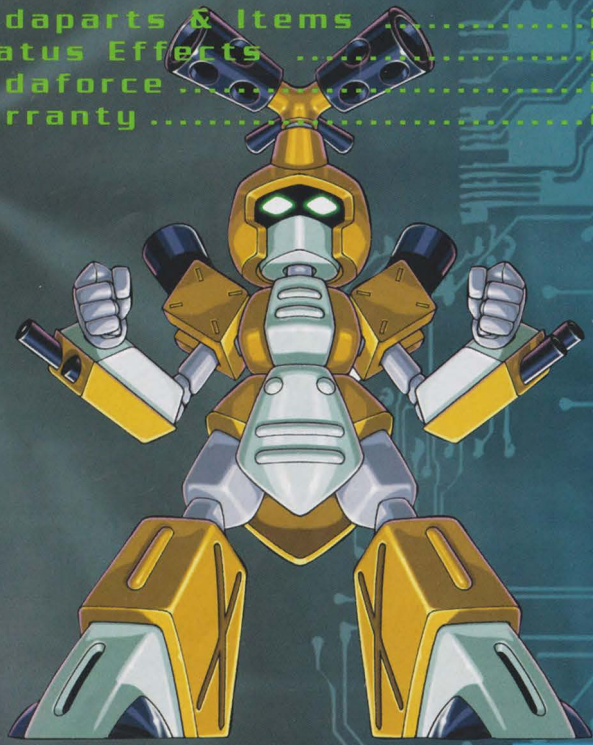
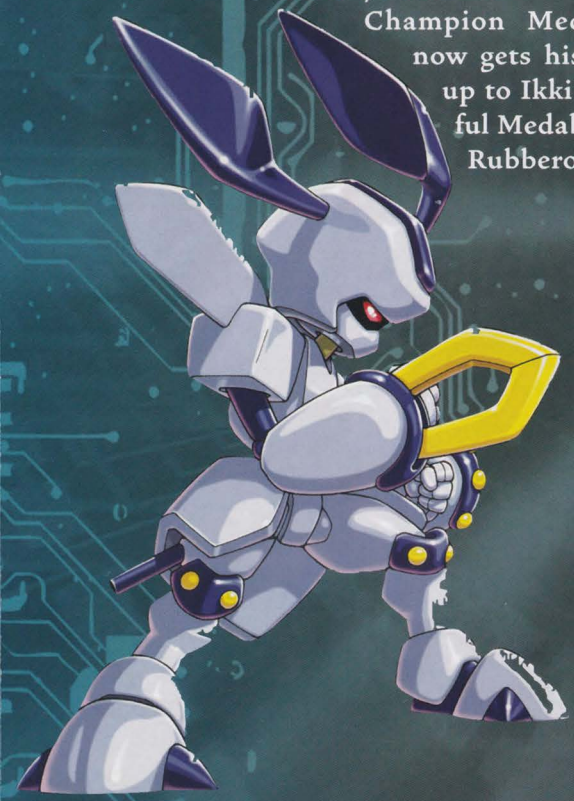


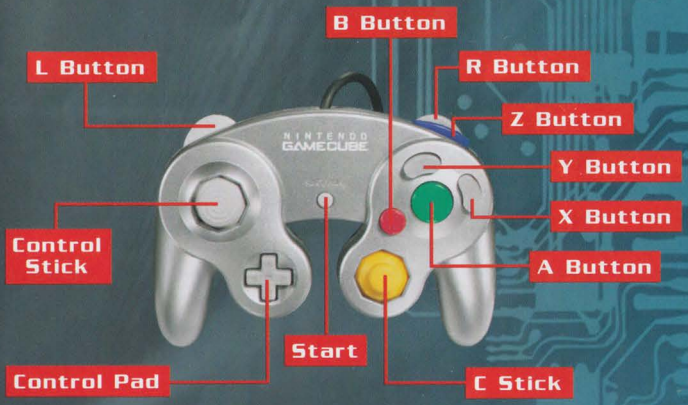
STORY

There's been some trouble lately at the popular amusement park, Toru-Toru Land...it seems that some of Riverview's kids have gone missing. It is rumored that this medamischief is due to the twisted Rubberobo Gang!

Ikki, a high-spirited junior high school student, has always dreamed of being a World Champion Medafighter. He now gets his chance. It is up to Ikki and his faithful Medabot to stop the Rubberobo Gang.



GAME CONTROL

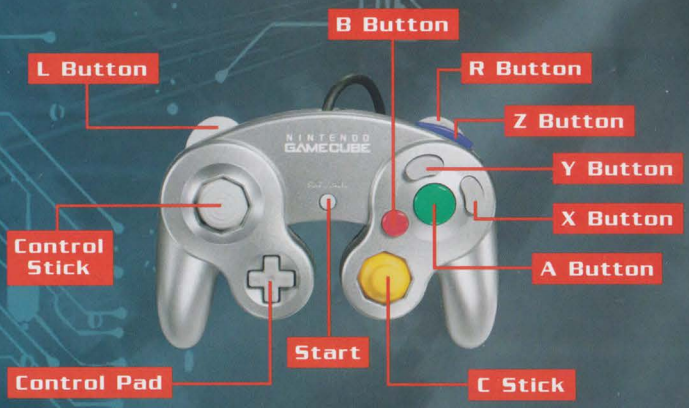


World Controls

L Button	Scrolls through Menus (Medawatch)
R Button	Scrolls through Menus (Medawatch)
Z Button	N/A
Y Button	Toru Toru Land Map
X Button	Save Game (At the Information Station)
A Button	Talk/Use/Confirm
B Button	Activate Medawatch (Medabot Menus)/Back
C Stick	N/A
Start	Option Menu
Control Pad	Change Camera Angle – Right and Left
Control Stick	Move

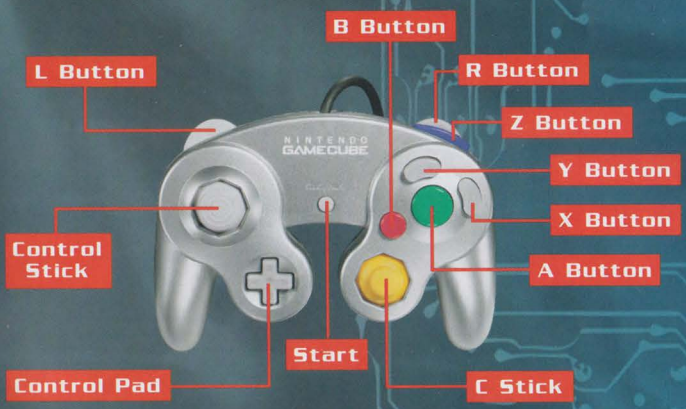
Stage Controls

L Button	N/A
R Button	Jump or Evasive Move
Z Button	N/A
Y Button	Defend
X Button	N/A
A Button	Roll Forward (w/Control Stick)
B Button	Use Selected Medapart
C Stick	Changes Medapart: Up — Head Medapart Right — Right Arm Medapart Left — Left Arm Medapart
Start	Pauses Game
Control Pad	Change Camera Angle – Right and Left
Control Stick	Move



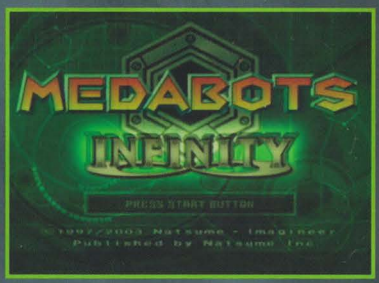
Robattle Controls

L Button	Centers Camera
R Button	Jump or Evasive Move
Z Button	N/A
Y Button	Defend/Build up Medaforce (Y Button + A Button)/Use Medaforce (Y Button + A Button)
X Button	N/A
A Button	Roll Forward (w/Control Stick)
B Button	Use Selected Medapart
C Stick	Changes Medapart: Up — Head Medapart Right — Right Arm Medapart Left — Left Arm Medapart
Start	Pauses Game
Control Pad	N/A
Control Stick	Move



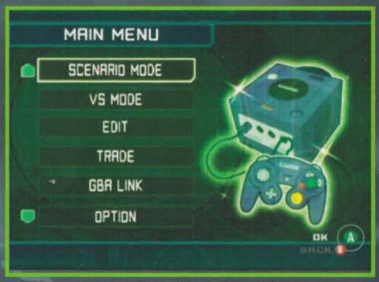
GETTING STARTED

On the Start screen, press START to enter the main menu.



Scenario Mode

In Scenario Mode, join Ikki as he tries to save the missing amusement park attendees from the clutches of the evil Rubberobo Gang! Unlock new arenas and Medaparts as you journey to become the best Medafighter. You can either start a new game or load a saved game here.



VS Mode

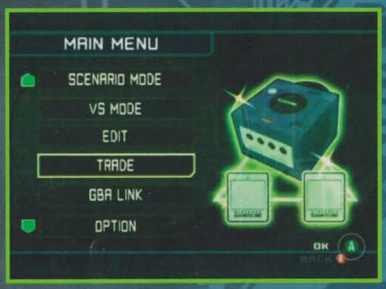
In Versus Mode, you can Robattle against another player using your custom Medabot you have created in Scenario Mode (Saved Data from Scenario Mode is required for each player) or choose one of the pre-existing Medabots. Play against a friend or the computer.

Edit

In Edit Mode, you can create your own Meta-mind boggling arenas, save them and play them. Create arenas using the various traps and items found in Scenario Mode! To create an Arena, you must first have a saved Scenario Mode.

Trade

In Trade Mode, you can trade Arenas, Medaparts (Must first complete Scenario Mode) and Medals (Must first complete Scenario Mode). Each Memory Card must have 3 blocks of free space when trading Arenas, as well as a saved Scenario Mode on it.



GBA Link

You can connect your Medabots: Infinity Nintendo Game Cube™ game to your Medabots: Metabee Game Boy® Advance game or your Medaobts: Rokusho Game Boy® Advance game to unlock various unique and rare Medaparts.

Option

In the Option menu, you can change your Nintendo GameCube™ Controller settings, the sound options, and the brightness level of the game.

YOUR MEDAWATCH

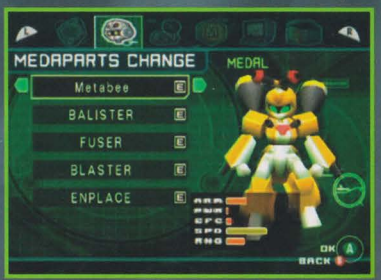
Access information about your Medabots, the Medaparts, Medals and Items you have by using your Medawatch while exploring Toru-Toru Land. Press the B Button to activate your Medawatch, in an Arena, you don't have access to your Medawatch.

Medabots Select

Listed here are the Medabots you have set up. With the exception of Metabee, you start with a frame and add Medaparts and Medals. Add/change them in the Medaparts Change menu.

Medaparts Change

In this menu, change the Medal and Meaparts you have equipped. If your not sure about what each Medapart or Medal do, go to the Medaparts Info and Medal Info menus.



Medaparts Info

Find out what the Medaparts you have can do when equipped. Press the Y Button to see a Medaparts attributes, a brief description of what it does and to see what it looks like.

Medal Info

Find out what the Medals you have can do when equipped. Press the Y Button to see the attributes of the Medal, a brief description of it's Medaforce power and to see what it looks like.

Library

In the Library, you can find out information on all of the Medabots you have encountered. Press the Y Button to see what they look like.

Item

The Item menu shows you what Items you are holding and gives you a brief description of what they are or do.

OUR HEROES

Ikki

Riverview Junior High School student, Ikki is a lively and easygoing boy, though a bit timid. In fact his Medabot METABEE used to wrap him round his little finger. But after fighting together in several Robattles, a strong bond grows between them. Girls are a different matter: Ikki doesn't know how to handle them, and is definitely under the thumb of his childhood buddy Erika.

Though not a full-fledged Medafighter, he gradually matures through his skirmishes with rival Medafighters.

Metabee

Saikachi -Type Medabot who works with Ikki. Quite aggressive and stuborn, and often messes up due to his hot-headed hyperactivity! Has many experiences in Robattles with Ikki, and has come to feel a deep bond of friendship and trust with him. Fundamentally a shooting Medabot, specializing in revolver tactics. Since Kabuto Medal is an ancient Rare Medal dug from old ruins, METABEE is able to summon the hidden power of Medaforce.

SCENARIO MODE

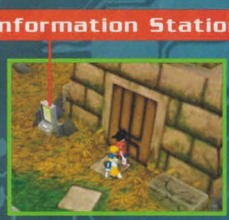
There's been some trouble lately at the popular amusement park, Toru-Toru Land...it seems that some of Riverview's kids have gone missing. Join Ikki as he begins his journey as a Medafighter and tries to save the missing amusement park attendees from the clutches of the evil Rubberobo Gang!

Register

Give yourself and your Medabot a name. When the Name Yourself screen comes up, your name appears as Ikki (the Medabots' hero). If you want to change that name, use the Control Stick to move the cursor over the letter you want and then press the A Button. When you have selected all the letters in your name, press START to confirm. Name your Medabot (its default name is Metabee) in the same way.

Enter an Arena

Located throughout Toru-Toru land are helpful Information Stations that tell you the name of each arena, where you should be going and the last arena you completed. They also list the top Medafighters that have completed the arena. If an arena is unlocked, you can just walk right up to the doors and press the A Button. If you are not allowed access, be sure to check one of the Information Stations for the arena or mission you should be doing next.



Saving Your Game

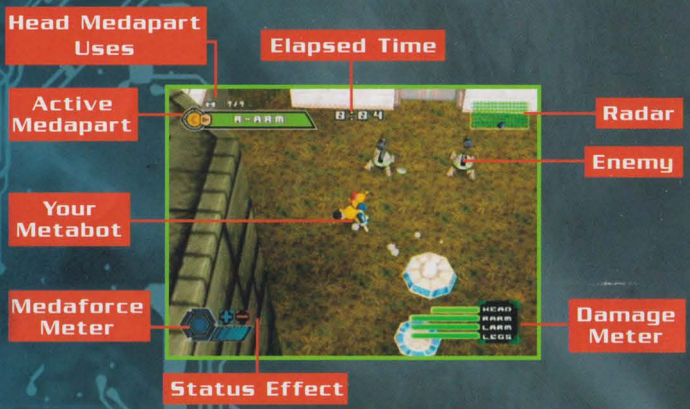
Use the Information Stations to save your game. Access the Information Station and press the X Button to save your current game progress.

Set Up Your Medabot

When entering a new arena, you must first set up the Medabot you want to use. You can find out what Medaparts you have, what they do, and whether you want to change them for that level. Navigate through the menu by pressing the L or R Buttons. When you want to scroll through a category's sub-menu, use the Control Stick to move the cursor and press the A Button to select your choice. After you've made your changes, press START to enter the arena.

Scenario Mode Game Screen

Below is a breakdown of what you'll see when playing in Scenario Mode.



Head Medapart Uses

Head Medaparts have a limited amount of times they can be used. The number of uses is indicated in the upper left corner of the screen.

Active Medapart

Indicates the Medapart you have equipped. Use the Control Stick to switch between parts.

Medaforce Meter

During Robattles your Medabot will gain Medaforce by taking damage or by building it up while holding the A Button and Y Button. Once the gauge is blinking, your Medabot will be able to use Medaforce by pushing the A Button and Y Button. Each Medal has a different Medaforce attack.

Status Effect

There are two types of status effects, positive and negative. Positive effects help your Medabot, negative hinder your progress.

Elapsed Time

Shows the amount of time you are taking to finish the level.

Enemy

One of the many enemies you'll face in Scenario Mode.

Radar

The position of your Medabot in relation to the goal. The goal is the red icon and the start is the blue icon on the radar screen.

Your Medabot

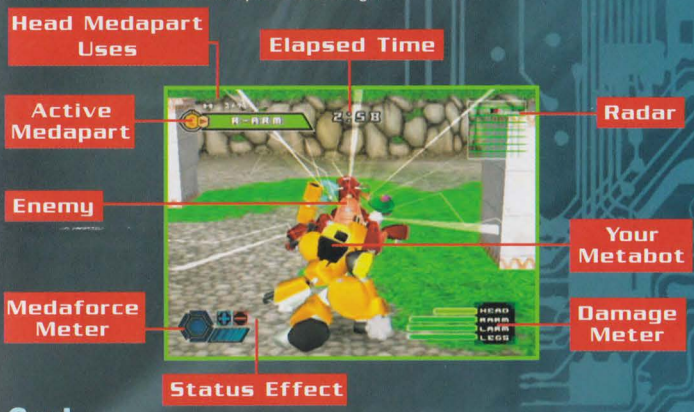
Shows your Medabot.

Damage Meter

Indicates the amount of damage your Medabot has taken. Each line represents a different Medapart. When you take too much damage to the Head Medapart your Medabot will cease to function.

Scenario Mode Robattle Arena

Within Scenario Mode, you face two types of Missions. In some arenas, you will have to Robattle all the enemies to complete the Arena Mission and then you will be able to move on and complete the stage. In other arenas, you will have to Robattle one on one to complete the stage.



Goal

Every arena has a goal (red icon on your radar screen), you need to work through the various Robattles, enemies and traps to get there. Collect items, points and Medaparts along the way. When you reach the Goal, you may face a member of the Rubberoo Gang or you may have to solve a puzzle.

VS. MODE

VS Mode is fighting at its best. You can either compete against the computer or against a fellow player. The battles are fought in arenas with different terrains.

VS 2P

In VS 2P, you fight against a fellow player. You can either use a pre-existing Medabot (no saved Scenario Mode necessary) or you can use your own custom Medabot (must have a saved Scenario Mode). If you wish to use your own custom Medabot, put your Memory Card in Slot A (Player 1) or Slot B (Player 2). (Each player must have a saved Scenario Mode to use their own custom Medabot). Next, pick your arena and press the A Button to Robattle!

VS CPU

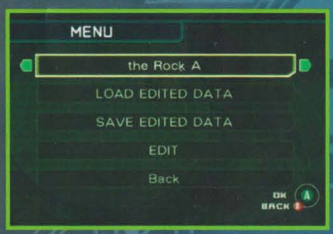
In VS CPU, you fight against the computer. Choose the Medabot you want to Robattle as. Press the A Button to confirm. Choose the Medabot you want to Robattle against and again press the A Button. Next, choose your arena and press the A Button to confirm. You are now ready to Robattle. You will fight in a full screen.

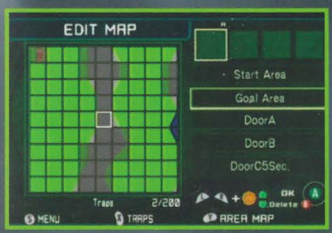
EDIT

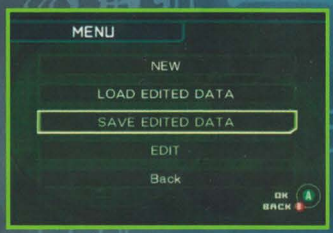
In Edit Mode, you can create your own Robattle arenas using all of the environmental objects and arena types from Scenario Mode. You can also save these arenas or trade them with other players.

Start a New Map

To create your own Arena, select NEW in the Menu screen. Next select the type of terrain you would like to use to create your Arena. Now, place map objects onto the map wherever you want. Use the L and R Buttons or Control Stick to select the different traps and objects in the menu on the right side of the screen. Press the Y Button to view your progress and the B Button to delete traps and objects. When you're finished, exit the Edit Map screen and save your new Arena. REMEMBER: Each Arena must have a START and a GOAL.







Map Objects

Objects on maps fall into nine groups.

Start Area

The place you start the new map.

Goal Area

The place you finish the new map.

Wall

Use to block pathways. You can also place walls in water and in holes so you can create pathways.

Point Panel

Place in open ground or within pots. Point panels go up to 100 points.

Bridge

Place over water and holes so you can walk over them.

Pot

A great place to hide points and other items.

Stone

Use to block a path. To move stones, press and hold the B button with the correct Medaparts.

Door

Use to block passages. To open a door, use a floor switch. You can also time a door so it can open only for a few seconds.

Floor Switch

Switches activate doors so you can pass through them. A floor switch cannot be placed independently of a door.

Play Your Saved Map

To test your map-building skills, move the cursor with the Control Stick to Play and press the A button. Choose your Medabot and then choose a saved map in the same way. If you want to re-edit your map, just exit and return to Edit Mode to make changes. Any points earned playing your own Arena will not count towards Scenario Mode.

TRADE

Trade edited arenas, Medaparts and Medals from one Save Card to another in Trade Mode. To trade Edited Arenas both Memory Cards must have a saved Scenario Mode on them, as well as 3 blocks of free space for each Arena. To trade Medaparts and Medals both Memory Cards must have a completed Scenario Mode and have the item "Yearly Free Pass".

CONNECTING

Connect your Nintendo GameCube™ to your Game Boy® Advance using the Nintendo GameCube™ Game Boy®Advance cable(cable must be in socket 4). Insert Medabots: Metabee or Rokusho into your Game Boy®Advance and Medabots: Infinity into your Nintendo GameCube™. Turn on the Nintendo GameCube™, choose GBA Link from the Main Menu. Next turn in you Game Boy® Advance holding down START and SELECT simultaneously. If you did it correctly, you will see an icon of your game cartridge. Doing this will unlock something special within Medabots Infinity.

OPTIONS

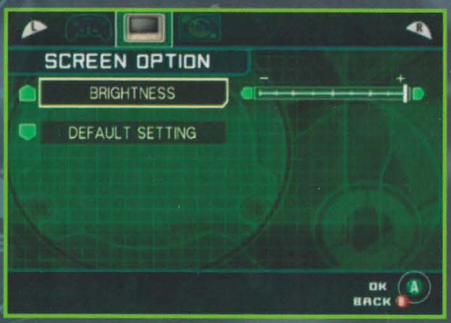
There are three option modes; Pad, for changing your Controller settings; Screen, for changing the brightness level; and Sound, for changing the sound options.

Pad Options

Use Pad Option Mode to change your controller settings. You can switch among four settings: A, B, C, or D. Try each setting to see which works the best for you.

Screen Option

Use the slider to adjust the brightness.



Sound Options

Use the slider to adjust the volume of the game, special effects, and background music. You can also choose the Robattle theme you want.

MEDAPARTS & ITEMS

You can find Medaparts in Scenario Mode or win them in Robattles. You find items in pots in Scenario Mode.

Medaparts

Medaparts are interchangeable; you can change them around to best fit the type of terrain you're playing on.

Medal

Often considered the most valued prize of all, Medabot Medals feature rare preprogrammed circuitry that allows your Medabot to use special powers – Medaforce.

Head Medapart

The Head Medapart is the most important...once it is destroyed, your Medabot will cease to function. It might be a good idea to select one with strong armor.

Right Arm Medapart

Select a Medapart that fits your fighting style. The four basic types of Medaparts are Shooting, Striking, Healing and Supporting.

Left Arm Medapart

Equip a left arm Medapart that compliments your right arm and head Medaparts. It is best to be prepared for all sorts of situations!

Leg Medapart

When choosing legs, consider the arena's terrain. Does it have ice, or does it consist of vast rocky plains? The type of legs you choose determines how well you can move on a given terrain.

Flower Pot

There are seven different color flower pots. Collect all of them and at the end of Scenario Mode give them to Karin.

Anti-Jammy Program

A anti-jamming Medabot program to prevent your Medabot from jamming.

STATUS EFFECTS

There are two basic types of status effects, Positive (+Blue) and Negative (-Red). Positive are mostly defensive and healing status effects, while negative are damaging to your Medabot. You can also use status effects on your enemy in a Robattle.

Negative Effects

There are many negative Status Effects. They can make your controls backwards, cause damage or hit point loss, or keep you from moving. They are a very effective way to battle enemies that are quick.

Positive Effects

Positive effects include shielding, healing and repair. They are great against powerful Medabots.

Positive (Blue)

Defense
Your defense power is raised.

Scout
Aim exclusively at your enemies' Head Medaparts.

AutoRecover
Keep healing damaged Medaparts over time.

Half Block
Block against weak attacks.

Conceal
Protect your Head Medapart from enemy attacks.

Reflect
Overturn most of the enemy attacks when you defend.

Negative (Red)

Movement
Your attack power is lowered.

Flow
Continuously receive damage.

Impair
Unable to use your Medaparts for a short while.

No Defense
You will be unable to defend.

Bind
Your movement is slowed down.

Stop
Unable to act for a while.

Confusion
Lose your sense of direction.

MEDAFORCE

This is your special attack. It is assigned to your Medabot by which Medal you equip. These are very powerful attacks, in order to use them you must charge up your Medaforce Meter. When your fully charged, the Medaforce Meter will flash.

1. Start Charging

Hold down the Y Button and A Button simultaneously. Your Medaforce Meter will start charging.

2. Meter Flashes

When the Medaforce Meter flashes, let go of both buttons and go find your enemy.

3. Let 'er Rip!

Once you've got your enemy in your sites, press the Y and A Buttons together to unleash your Medaforce attack.

WARRANTY

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